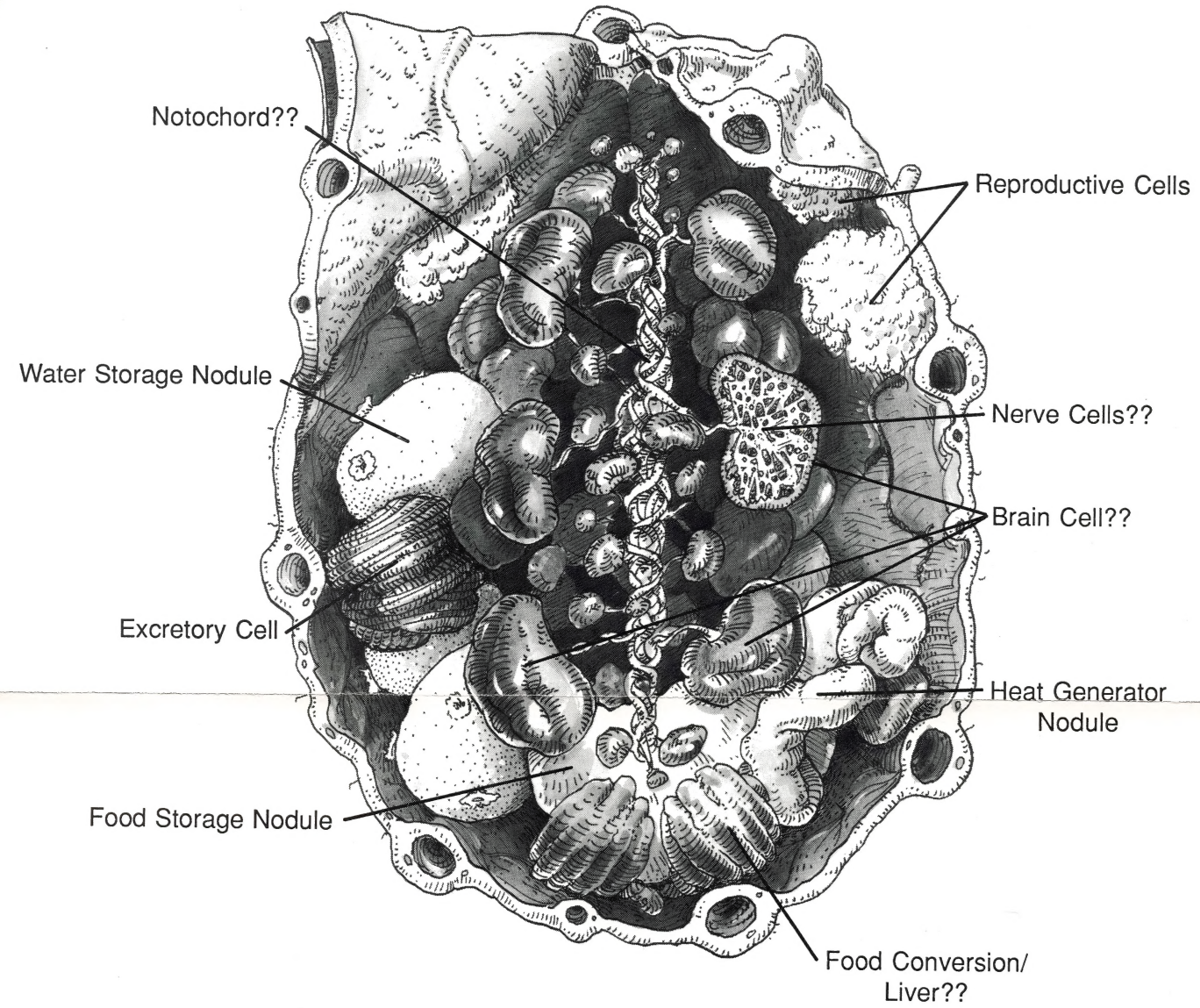
# DISSECTION REPORT



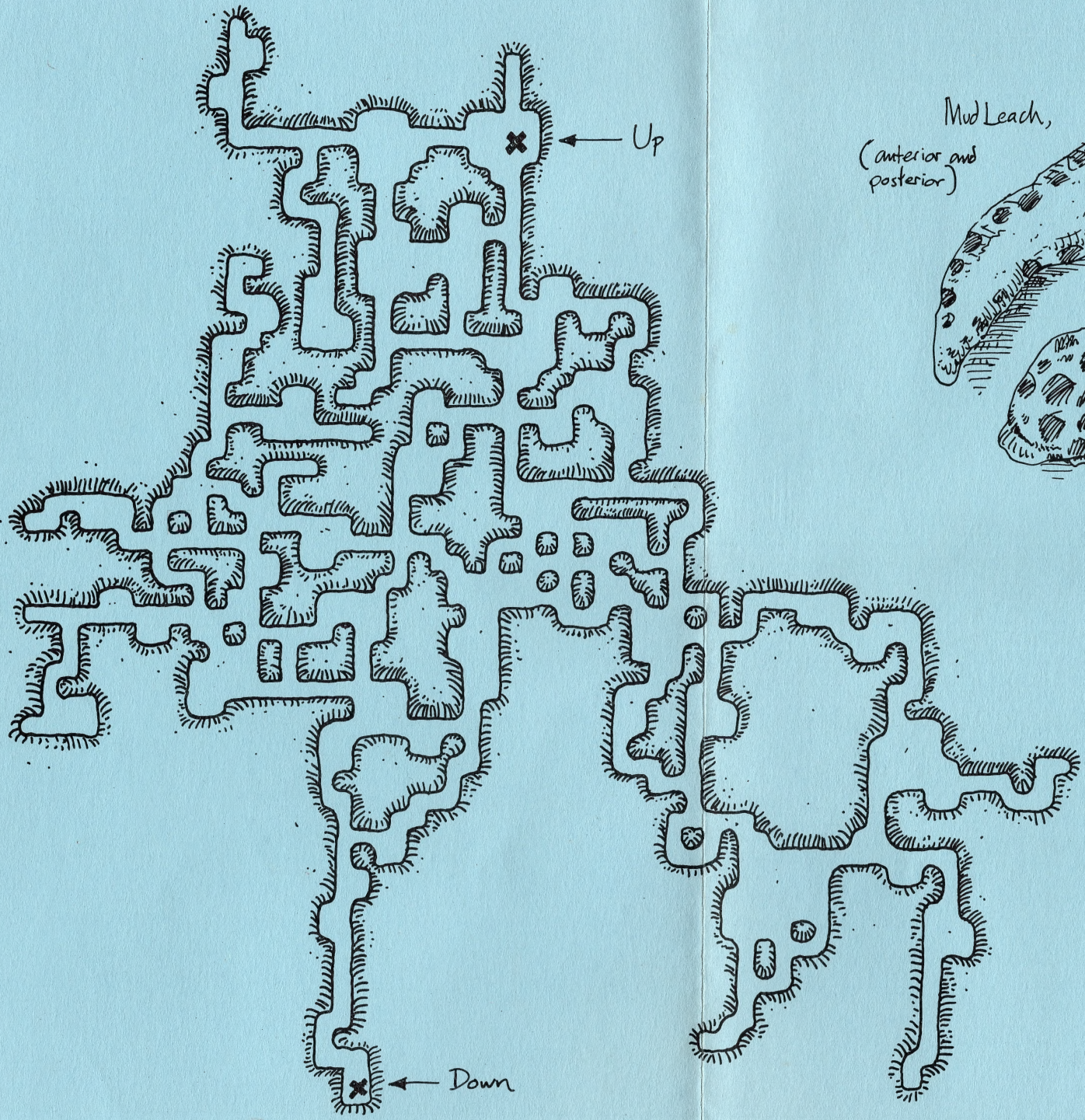

1. The digestive system of this unknown creature (nicknamed "Jelly Balloon") resembles that of most other Titanian creatures. The heat generator nodule connects directly to the water storage nodules and to the food conversion nodule (i.e., liver). Solid and liquid wastes are trapped inside special bubbles and are probably excreted as the creatures moves.

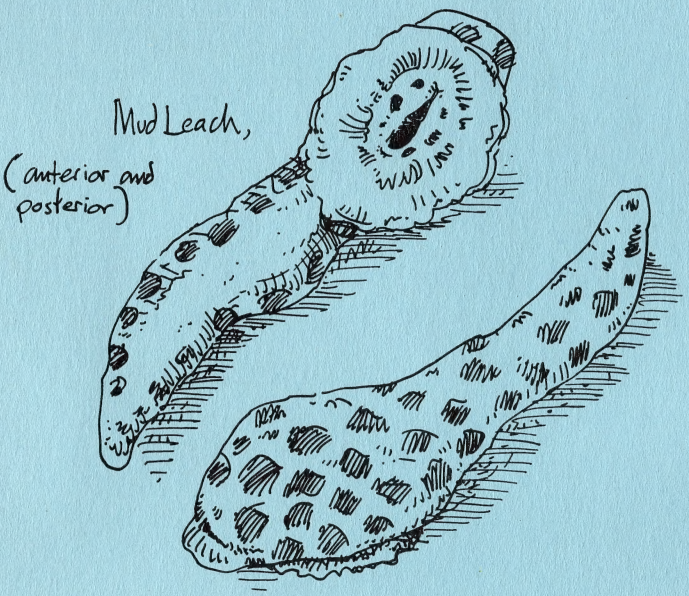
2. The reproductive cell contains DNA–like strands. Unable to determine if creature reproduces by meiosis or by procreation. A pseudopod could be used to deposit sperm inside a female . . . if there are two sexes, as in other Titanian species.

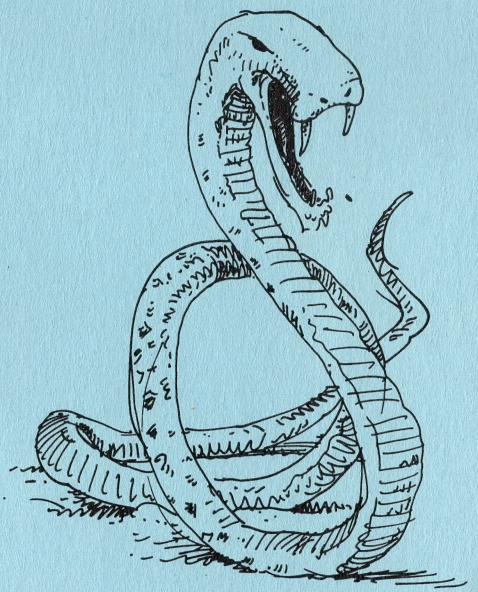
3. The simple neural network found in all other Titanian animals is missing from this creature. Indeed, at first examination, this specimen doesn't seem to have a brain. However, closer examination reveals a highly developed cell network enclosed in elastic cartiledge (called a "notochord" in diagram); hundreds of bubbles, small and large, connect to the central notochord.

This is pure speculation, but an argument could be made that this is the creature's neural network and brain system. Perhaps these bubbles are the creature's brain cells. If so, the creature has a huge brain as compared with other Titanian creatures. Indeed, as measured by total volume, its brain is much larger than a human brain. Except that the creature is proto-amoeboid in shape and therefore unable to use tools, I would venture to suggest that it could be intelligent.

A pity they didn't capture the Jelly Balloon alive. Wouldn't it be wonderful if these things turned out to be as intelligent as a whale or a chimpanzee?

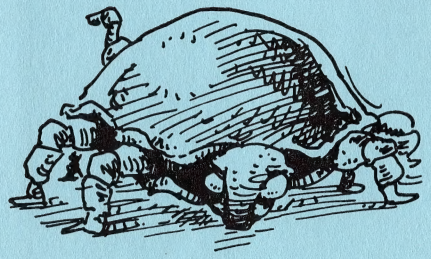


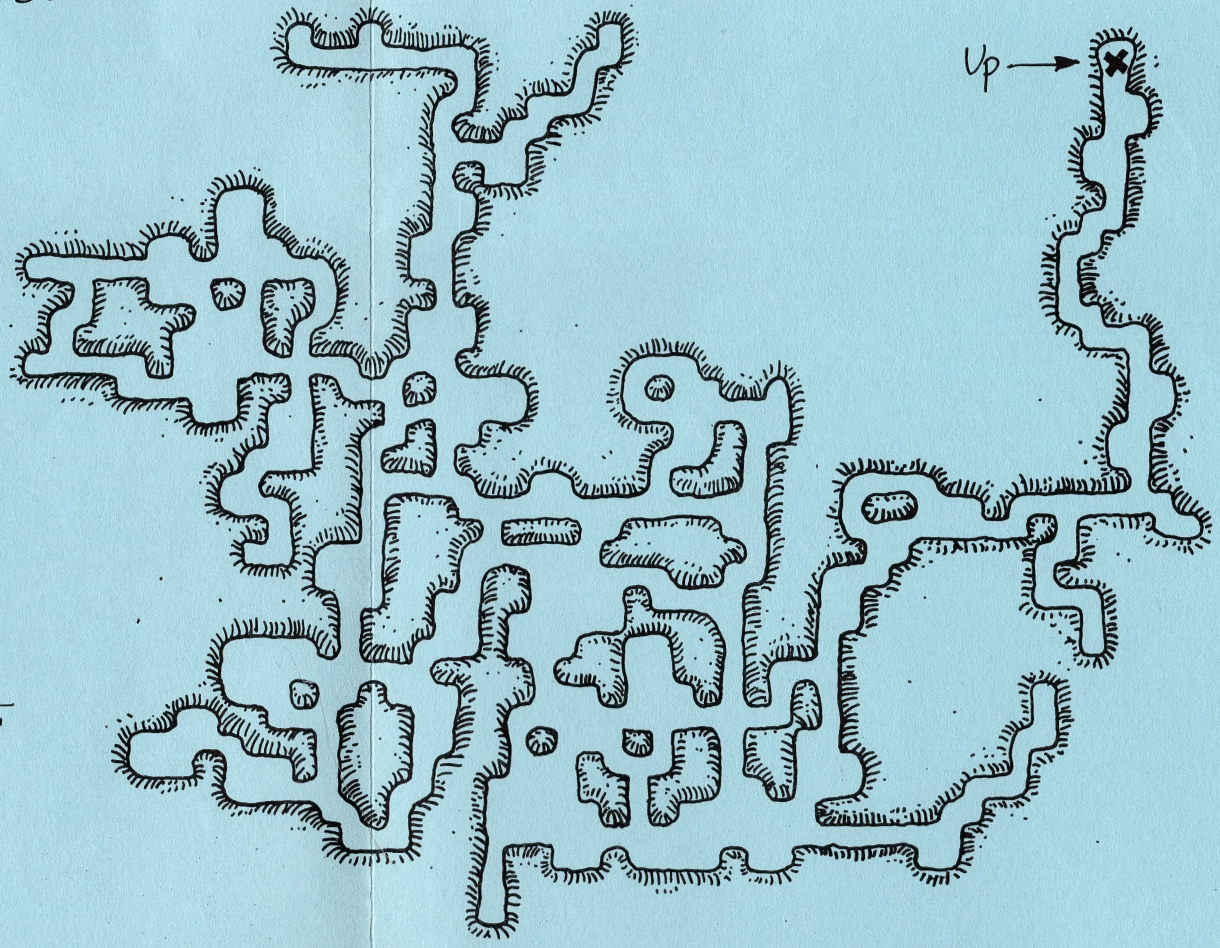
Hist

G-224-One



Two views of a Dedran.

Titanian??



Magman
(Surfacing In Tunnel)

IPM266NG
1-ØØ6453I225 654NDH23 6/Y/9
ATTN Controller Computer: FYEO hard copy.....
DATE Ø6/Ø2/61, 1321.....
CMD: Print copy, erase core memory, execute.....

CORE MEMORY LIST: CMP

GMM296PCS
1-ØØ69ØØI231 99ØNDH23 6/K/7
ATTN Cornellius Wrak, Controller Primus
DATE Ø5/28/61, Ø421.....
PNT: communications with proscenium completely lost at 0215 STOP review last message soonest STOP

GMM296PLD
4-9Ø69Ø6I231 99ØROY23 6/A/7
ATTN Cornellius Wrak, Controller Primus
DATE Ø5/28/61, Ø436.....
PNT: read and deep bury proscenium last message STOP
"....anyone? .....safety barrier breached .....monsters, never seen .....send help .....comm-link invaded .....help, help, help..." STOP
your opinions? STOP

CBM4ØØPCS
1-Ø875ØØI231 99ØNDH23 6/R/Ø
ATTN Cornellius Wrak, Controller Primus
DATE Ø5/28/61, Ø73Ø
PNT: police recon squad dispatched proscenium as advised STOP communications still down there STOP squad arrives in 2 hours STOP will advise on progress STOP recommend deep bury this and all correspondence re proscenium STOP

STR296DØØ
1-661165O231 99ØBDH23 6/E/4
ATTN Cornellius Wrak, Controller Primus
DATE Ø5/28/61, 1112
PNT: deep trouble at proscenium STOP recon squad wiped out STOP transceiver messages filled with panic buttons by cops STOP 'monsters and mutants', 'pouring out of tunnels', 'stacking human bodies like logs' STOP what is happening here? STOP

GMP779DUF
3-ØØ69ØØI231 99ØNDF43 7/N/7
ATTN Cornellius Wrak, Controller Primus
DATE Ø5/28/61, 1554
PNT: confirm joint controllers meeting STOP primus 5/29 0700 STOP will bring all materials on proscenium for review STOP suggestion to deep bury all proscenium panic transmits has been implemented STOP cover story of satellite cable breakdown inserted to network via my sysops STOP must receive advise from paramount hq, geneva, by meeting STOP

PARAMOUNT MINING, INC.
Joint Offices of the Controllers
Progeny, Titan

Summary of Joint Controllers Meeting: 5/29/61, 0700-1300

1) Combined infopaks from all Controller offices were mashed through computer central in search of unusual events in and around Proscenium recently. Initial search proved inconclusive.

2) Recovery and analysis of infopaks from office of Hal Yu, Controller of Proscenium, were finally accomplished via Paramount HQ's override of deep core security. Sifting after mash produced the following relevant points:

A. A large tunnel complex 6 kilometers SSE of Proscenium's Alpha Adit was discovered 5/13/61 by miners. From their report to Controller Yu: "The walls of the tunnel were quite smooth, almost as if manufactured, and there was a logical layout to the tunnels that must have been created by someone – or something – intelligent. We began mapping the tunnels as best we could. There are many levels and they seem to go on forever. After three hours of exploration, we entered a large room where we encountered an unknown Titanian creature. The thing was huge, about 4 meters high by 3 meters wide and deep. It seemed to vibrate as we drew near, but did not otherwise move. We had little time to explore the creature because we all began suffering massive headaches that throbbed in time with the creature's vibrations. Sketches of the tunnel system were lost during hasty retreat."

B. Beginning the day after the discovery of the tunnel complex, Proscenium miners began to report sightings of new Titanian lifeforms. According to Controller Yu's infopaks, these new creatures were unlike any encountered before. All were discovered to be predators and were quite difficult to kill. Several more sketches of these new creatures were scanned into Yu's report to Paramount HQ. It was noted that this report was not made available to the other Controllers.

3) With the approval of Paramount HQ, the Controllers were granted access to the private infopaks of all citizens and visitors on Titan. In particular, they sought all maps of caves and tunnels not recorded in the central core. Only one such map was located: a rather extensive cave system near Primus, drawn by a spelunker. Several unknown species have been sketched on the rough maps.

4) A search for descriptions of rare Titanian creatures turned up the enclosed medical report, describing the autopsy of a "jelly balloon." Controller Wrak of Primus pointed out that no further sightings of this creature had been made since the autopsy. The doctor's final speculation that this creature might be capable of intelligence was forwarded to Paramount Mining HQ, Geneva, for further evaluation.

5) As a stop-gap measure to control panic among the population, the Joint Controllers issued a statement that all communications with Proscenium had mysteriously stopped.

6) The Joint Controllers decided to pass on all information gathered to the office of the President of Paramount Mining, Inc. Transfer of data was accomplished by coded radio communications.

7) The Joint Controllers recessed until new orders are received from the company headquarters.

PARAMOUNT MINING
INCORPORATED

*"Where humanity is our paramount concern"*

The Office of the President
31 May 2261

You Idiots!

Of course those "jelly balloons" are intelligent! Our biolabs ran a simple Shoenfeld Test on the information you supplied us and came up with a 73% probability that the creature you chopped up is sapient! Why didn't you morons perform your own test?

Also 100% probable, in my opinion, is that native Titanians don't take lightly to having one of their own minced up by barbarians like us. Perhaps by now it's penetrated your thick skulls that the Titanians are responsible for the "mutants and monsters" that destroyed Proscenium! That big creature-thing found in the tunnel complex near Proscenium may be the cause. Our brave human "colonists" are going to be decimated by the Titanian "natives" protecting their homelands.

This is a public relations nightmare! The Second United Nations have been after us for years to "spread our assets among the Fourth World Nations." Now you've handed every one of our enemies, competitors and rivals a stick to beat us into the ground! Titan — and SOL-R-GARD — are lost to us!

Well, it's time to form our own circle of wagons and cut bait while there's time. As much as I'd love to leave you idiots there to stew in your own juices, it's more important to save the reputation and future of Paramount Mining, and that means I've got to bail you out.

**Here's exactly what you are to do:**

1. Download the computer core onto disks and get them aboard the fastest transport you can find. Forward the disks to Geneva headquarters. All other Paramount Mining, Inc. files and company records must be saved. I hereby give you permission to commandeer every form of space transport on Titan for this purpose.

2. Destroy all physical evidence you've gathered. There must not be a shred remaining to connect us with this disaster. Cornie Wrak, my dear nephew, I'm warning you especially, because your memory lapses have been so notable in the past.

*486 Rue Paramount, 9245 Geneva, Switzerland  Tel: 21-555-3278  Telex: 21-555-3470  G-244-Let*

3. Shut down all mining operations on Titan. Perhaps we can at least delay an other disaster this way.

4. To avert suspicion from us, offer a reward to the first man to discover why communications went down with Proscenium. Thank heavens, the speeder system to Proscenium was not yet operational when this disaster occurred. You might get one or two fools brave enough to walk to Proscenium from Parallax, but they won't come back. This should buy us time.

5. As much as I would like to order the general evacuation of Titan, it is simply not possible. Saturn is in a poor position in its orbit relative to our other bases, and so transport ships will be few and far between for the next 18 months. I suppose, for the sake of the Paramount Mining chain of command, I'll have to allow you clowns off Titan with the company files ... much as I'd love to let you suffer the same fate as those innocent civilians. Ceres station will be alerted of your expected arrival in five months.

I want you off Titan in three days. Get cracking!

Sincerely,

Theodore Farnsworth

Theodore Farnsworth
President

# TASK FORCE

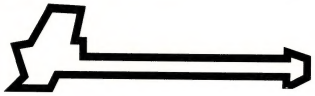
## ROCKET LAUNCHER

Best when used against large parties and hard targets.

## FLAME THROWER

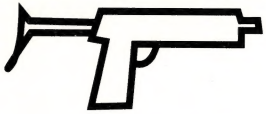
Hot weapon. Crisps everything in its path.

## TAZER



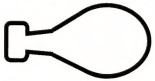
From the army's Special Weapons Division. Kills with lightning.

## MACHINE GUN



Perfect for laying down a curtain of death. This version is better than an Uzi.

## GRENADE



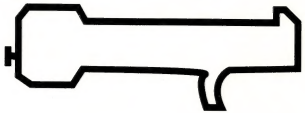
You'll get the biggest explosions from the smallest weapon.

## HANDGUN

Pitifully weak, it's all you have until you get the heavier stuff.

**Classified/Eyes Only!**

## BAZOOKA



Spectacular against hordes of goons. Use this baby against low flying objects.

# TASK FORCE

## Player One / Keyboard

| KEY | JON BAXTER MOVE |
|---|---|
| Q | Upper left diagonal |
| A | Left |
| Z | Lower left |
| W | Up |
| S | Stop |
| X | Down |
| E | Upper right diagonal |
| D | Right |
| C | Lower right diagonal |
| ⌘ | Fire weapon |
| Option | Stand or crouch |
| ⌘ & Option | Change weapon |

## Game Controls

| KEY | EFFECT |
|---|---|
| Escape | pause/continue game |
| Up arrow | increase volume |
| Down arrow | lower volume |
| control & R | restart game |
| control & Q | quit game |

SELECTING CITIES

| | |
|---|---|
| D or 6 | Advance to next city |
| 4 or A | Back up to last city |
| ⌘ / Enter | Select city |

To start, either player can choose the city. Select cities in critical condition only.

## Joystick (Player One Only)

All movement equals position of stick

| | |
|---|---|
| Button 0 | Fire weapon |
| Button 1 | Stand or crouch |
| Both Buttons | Change weapon |

**Classified / Eyes Only!**

## Player Two / Keypad

| KEY | MICHAEL DVORAK MOVE |
|---|---|
| 7 | Upper left diagonal |
| 4 | Left |
| 1 | Lower left |
| 8 | Up |
| 5 | Stop |
| 2 | Down |
| 9 | Upper right diagonal |
| 6 | Right |
| 3 | Lower right diagonal |
| Return | Fire Weapon |
| Delete | Stand or Crouch |
| 0 | Change weapons |